HALO GROUND COMMAND COMMUNITY UPDATE Ver. 1.7.1 - POST-ADEPTICON

BANISHED UNIT STATS, COMMANDER, & BATTLE GROUPS

A REFERENCE SHEET BY THE PLAYER COMMUNITY, AUTHORED BY VINCENT GREGORY & VINCENT COLBORN.

MODELS

Proxies will be allowed for Units that don't have dedicated models. Specific STLs for representing these units on the table are listed in stat cards of these model-less Units. Players are encouraged to use these specific proxy models *or reasonably similar models.* Ex: an aesthetically similar-enough STL found in the same folder on the community drive.
For 3D Printing Services, please see Vincent Colborn's Community Etsy Page.

UNIT STATS

INFANTRY

UNIT NAME	ELEMENTS	TYPE	BR	PTS	MOVE	REACT	SOAK	MELEE	DAMAGE
Grunts - Conscripts Unit	4	INF	1	50	6/9"	9/11	0	1	3

WEAPONS	RANGE	ARC	AP	AT	AA	WEAPON LOADOUTS
Small Arms	12/18"	ALL	2	2	2	**Limited Range:** All Long Range attacks are counted as firing into Cover that is 2 Levels higher when determining Firepower Rating. **Point Blank:** Gain +1 Firepower Rating shooting at Short Range.
Plasma Grenades	10"/-	ALL	2	2	0	**Blast:** Ignore Terrain when determining Firepower Rating. **Cooldown:** May only fire once per Game Turn.
Fuel Rod Cannons (upg)	15/20"	ALL	2	6	1	**Point Blank:** Gain +1 Firepower Rating shooting at Short Range.
Plasma Launchers	12/24"	ALL	1	4	6	**Lock On:** Gain +1 Firepower Rating when firing at Long Range **Devastating (FLY):** Gain +1 Firepower Rating shooting at Flying Elements.

UNIT UPGRADES	**Weapon Upgrade:** Up to 1 Element in the Unit may replace its existing weaponry to become a Weapons Team chosen from the following: • Fuel Rod Cannons for +15 Points to the Unit's Cost. • Plasma Launchers for +15 Points to the Unit's Cost. **Warrior Upgrade:** Up to 2 Elements in the Unit may upgrade for the associated cost chosen from the following. *The Banished Player may choose one of each or two of the same type. Please see the associated Unit Card for Stats.* • Elite Mercenary for +20 Points each to the Unit's Cost. • Brute Minor for +20 Points each to the Unit's Cost.
MODEL GUIDE	**Proxy:** The Plasma Launcher Element may be represented on the table using the following models: • 2x Plasma Launcher-armed Grunt Heavy models on a medium, two-man base.

UNIT NAME	ELEMENTS	TYPE	BR	PTS	MOVE	REACT	SOAK	MELEE	DAMAGE
Elite Mercenary - Overseer Base	UPG	INF	0	+20	6/9"	7/10	0	3	5

WEAPONS	RANGE	ARC	AP	AT	AA	WEAPON LOADOUTS
Small Arms	12/18"	ALL	4	2	3	**Limited Range:** All Long Range attacks are counted as firing into Cover that is 2 Levels higher when determining Firepower Rating. **Point Blank:** Gain +1 Firepower Rating shooting at Short Range.
Plasma Grenades	10"/-	ALL	3	2	0	**Blast:** Ignore Terrain when determining Firepower Rating. **Cooldown:** May only fire once per Game Turn.

UNIT LOADOUTS	**Battle Hardened (1):** Re-roll up to 1 failed Melee Attack Dice. **Heroic Save (4+):** Ignore Damage on a roll of 4 or more.
UNIT UPGRADES	**Reinforcements:** This Element is fielded as an upgrade only.

UNIT NAME	ELEMENTS	TYPE	BR	PTS	MOVE	REACT	SOAK	MELEE	DAMAGE
Brute Minor - Overseer Base	UPG	INF	0	+20	6/9"	9/10	0	4	5 - 3

WEAPONS	RANGE	ARC	AP	AT	AA	WEAPON LOADOUTS
Small Arms	12/18"	ALL	3	2	2	**Limited Range:** All Long Range attacks are counted as firing into Cover that is 2 Levels higher when determining Firepower Rating. **Point Blank:** Gain +1 Firepower Rating shooting at Short Range.
Spike Grenades	10"/-	ALL	4	3	0	**Blast:** Ignore Terrain when determining Firepower Rating. **Cooldown:** May only fire once per Game Turn.

UNIT LOADOUTS	**Battle Hardened (1):** Re-roll up to 1 failed Melee Attack Dice.
UNIT UPGRADES	**Reinforcements:** This Element is fielded as an upgrade only.
SPECIAL RULES	**Primal Rage:** If one or more Elements with this rule are Destroyed, roll 2D6 for each element. If the result is equal or greater than its active React statistic, those Element(s) may immediately perform an out-of-sequence Charge action and Melee Attack against an Enemy within its second Move Statistic, OR may perform a Shooting Attack action. After which the Element(s) are considered Destroyed and moved to the Scrapyard.

UNIT NAME	ELEMENTS	TYPE	BR	PTS	MOVE	REACT	SOAK	Melee/Impact	DAMAGE
Jackal Skirmishers - Flanking Unit	4	INF	2	130	8/12"	5/7	0	1	4

WEAPONS	RANGE	ARC	AP	AT	AA	WEAPON LOADOUTS
Small Arms	12/18"	ALL	3	2	2	**Limited Range:** All Long Range attacks are counted as firing into Cover that is 2 Levels higher when determining Firepower Rating. **Point Blank:** Gain +1 Firepower Rating shooting at Short Range.
Shock Rifle (upg)	12/24"	ALL	4	4	2	**Immobilize (3):** If every Element with an Immobilize weapon targets the same ARM or FLY Unit, that Unit must make a Suppression Test after resolving damage (even if no damage is dealt). Add +3 to the Test when targeting Armoured or Flyer Units.

UNIT LOADOUTS	**Elusive (ALL-1):** All enemy attacks are counted as firing into Cover that is one level higher. **Evasive (1):** Subtract 1 from all Reaction Fire Tests targeting this Unit. **Stride:** This Unit may move through Linear Obstacles, and is unaffected by Hindering Terrain. **Heroic Save (6+):** Ignore Damage on a roll of 6 or more.
UNIT UPGRADES	**Weapon Upgrade:** Up to 1 Element in the Unit may replace their existing weaponry to become Shock Rifle for an additional +15 points to the Unit's Cost. **Officer Upgrade:** Up to 1 Element in this Unit may upgrade to be a Skirmisher Captain for an additional +15 Points to the Unit's Cost.

MODEL GUIDE	**Models:** Use the Models below to represent this Unit's Elements on the table at the Adepticon '24 Event. *Elements will use Medium, two-man bases:* • Small Arms Element: 2x Jackals models by Vince Colborn on a medium base, except for *'Jackal with Plasma Pistol Pose3(15mm).stl'* - this model is reserved for the Officer. • Shock Rifle Element: 2x Jackal Marksmen models. • Officer Element: 2x Jackals models, one model MUST be *'Jackal with Plasma Pistol Pose3(15mm).stl'*.

UNIT NAME	ELEMENTS	TYPE	BR	PTS	MOVE	REACT	SOAK	Melee/Impact	DAMAGE
Skirmisher Captain - Flanking Unit Leader	UPG	INF	0	+15	8/12"	5/6	0	2	4

WEAPONS	RANGE	ARC	AP	AT	AA	WEAPON LOADOUTS
Small Arms	12/18"	ALL	4	3	3	**Limited Range:** All Long Range attacks are counted as firing into Cover that is 2 Levels higher when determining Firepower Rating. **Point Blank:** Gain +1 Firepower Rating shooting at Short Range.

UNIT LOADOUTS	**Elusive (ALL-1):** All enemy attacks are counted as firing into Cover that is one Level higher. **Evasive (1):** Subtract 1 from all Reaction Fire Tests targeting this Unit. **Stride:** This Unit may move through Linear Obstacles, and is unaffected by Hindering Terrain. **Heroic Save (5+):** Ignore Damage on a roll of 5 or more.
UNIT UPGRADES	**Reinforcements:** This Element is fielded as an upgrade only.

MODEL GUIDE	**Models:** *See Model Guide in Jackal Skirmishers Unit.*

UNIT NAME	ELEMENTS	TYPE	BR	PTS	MOVE	REACT	SOAK	Melee/Impact	DAMAGE
Brute Warriors - Jiralhanae Pack	3	INF	2	150	6/9"	8/10	0	4	5 - 4

WEAPONS	RANGE	ARC	AP	AT	AA	WEAPON LOADOUTS
Small Arms	12/20"	ALL	4	2	2	**Limited Range:** All Long Range attacks are counted as firing into Cover that is 2 Levels higher when determining Firepower Rating. **Point Blank:** Gain +1 Firepower Rating shooting at Short Range.
Spike Grenade	10"/-	ALL	4	3	0	**Blast:** Ignore Terrain when determining Firepower Rating. **Cooldown:** May only fire once per Game Turn.
Ravager (upg)	15/20"	ALL	6	2	4	**Indirect Fire:** IDF attacks are resolved at Firepower Rating 2. **Underslung Blade:** Add 2 to this unit's melee statistic.
Brute Shot (upg)	20"/-	ALL	6	4	2	**Blast:** Ignore Terrain when determining Firepower Rating. **Underslung Blade:** Add 2 to this unit's melee statistic.

UNIT LOADOUTS	**Battle Hardened (2):** Re-roll up to 2 failed Melee Attack Dice.
UNIT UPGRADES	**Warrior Upgrade:** Up to 1 Element in this Unit may upgrade to be a Chosen Warrior for an additional +30 Points to the Unit's Cost. *See Chosen Warrior Unit card for stats.* **Weapon Upgrade:** Up to 1 Element in the Unit may replace its existing weaponry to become a Weapons Team chosen from the following: • Ravagers for +15 Points to the Unit's Cost. • Brute Shot for +15 Points to the Unit's Cost.
SPECIAL RULES	**Primal Rage:** If one or more Elements with this rule are Destroyed, roll 2D6 for each element. If the result is equal or greater than its active React statistic, those Element(s) may immediately perform an out-of-sequence Charge action and Melee Attack against an Enemy within its second Move Statistic, OR may perform a Shooting Attack action. After which the Element(s) are considered Destroyed and moved to the Scrapyard.

INFANTRY (cont.)

UNIT NAME	ELEMENTS	TYPE	BR	PTS	MOVE	REACT	SOAK	Melee/Impact	DAMAGE
Chosen Warrior - Pack Overseer	UPG	INF	0	+30	6/9"	7/9	0	5	5 - 4

WEAPONS	RANGE	ARC	AP	AT	AA	WEAPON LOADOUTS
Small Arms	12/20"	ALL	4	3	3	**Limited Range:** All Long Range attacks are counted as firing into Cover that is 2 Levels higher when determining Firepower Rating. **Point Blank:** Gain +1 Firepower Rating shooting at Short Range.
Spike Grenade	10"/-	ALL	5	3	0	**Blast:** Ignore Terrain when determining Firepower Rating. **Cooldown:** May only fire once per Game Turn.

UNIT LOADOUTS	**Battle Hardened (2):** Re-roll up to 2 failed Melee Attack Dice. **Heroic Save (5+):** Ignore Damage on a roll of 5 or more.
SPECIAL RULES	**Chosen by Atriox:** When resolving the Primal Rage ability for an Element in this Unit, it's always resolved using the unit's first React stat number. **Primal Rage:** If one or more Elements with this rule are Destroyed, roll 2D6 for each element. If the result is equal or greater than its active React statistic, those Element(s) may immediately perform an out-of-sequence Charge action and Melee Attack against an Enemy within its second Move Statistic, OR may perform a Shooting Attack action. After which the Element(s) are considered Destroyed and moved to the Scrapyard.
MODEL GUIDE	**Models:** 2 Brute Warrior models on a medium, two-man base. 1 model will be painted to match the other models in the unit, the second model will be painted a drab gold to represent the Chosen Warrior. See reference picture here.

UNIT NAME	ELEMENTS	TYPE	BR	PTS	MOVE	REACT	SOAK	Melee/Impact	DAMAGE
Brute Jumpers - Anti-Armour Jiralhanae	3	INF	3	210	6/9"	8/9	0	4	5 - 5

WEAPONS	RANGE	ARC	AP	AT	AA	WEAPON LOADOUTS
Spike Grenade	10"/-	ALL	4	3	0	**Blast:** Ignore Terrain when determining Firepower Rating.. **Cooldown:** May only fire once per Game Turn.

UNIT LOADOUTS	**Elusive (ARM-1):** All enemy Armoured Element attacks are counted as firing into Cover that is one Level higher. **Battle Hardened (3):** Re-roll up to 3 failed Melee Attack Dice. **Fearless:** Re-roll failed Suppression Tests. Second result must be accepted. **Sundering (ARM):** a roll of a or are treated as Skulls when in melee against ARM.
UNIT UPGRADES	**Officer Upgrade:** Upgrade 1 Element to Jumper Officer for an additional +30 Points to the Unit's Cost.
SPECIAL RULES	**Jump Packs:** This Unit may announce it is using its Jump Packs prior to any Movement Action. The Unit's movement increases from 6/9" to 12/15". When using Jump Packs, this Unit may ignore intervening terrain and other Units (friend or foe!). Elements electing to use their Jump Packs gain no more than Light Cover Bonuses for the remainder of the Game Turn and may not benefit from the Defensible Terrain Special Rule. **Combat Specialists:** The Unit may not have Characters attached unless otherwise stated.
MODEL GUIDE	**Models:** 2x Brute Jumper Models by Thomas Evans on a Medium 2-man Infantry Base. Players are free to choose any 2 of these Brute Jumper models to represent the Brute Jumper Element, **except for Banished Brute Jumper 1 on foot.stl** - that model is reserved for use as the Jumper Captain model only (see Captain Model Design below).

UNIT NAME	ELEMENTS	TYPE	BR	PTS	MOVE	REACT	SOAK	Melee/Impact	DAMAGE
Jumper Captain - Assault Leader	UPG	INF	0	+30	6/9"	7/9	0	5	5 - 5

WEAPONS	RANGE	ARC	AP	AT	AA	WEAPON LOADOUTS
Spike Grenade	10"/-	ALL	4	3	0	**Blast:** Ignore Terrain when determining Firepower Rating. **Cooldown:** May only fire once per Game Turn.

UNIT LOADOUTS	**Elusive (ARM-1):** All enemy Armoured Element attacks are counted as firing into Cover that is one Level higher. **Heroic Save (5+):** Ignore Damage on a roll of 5 or more. **Battle Hardened (3):** Re-roll up to 3 failed Melee Attack Dice. **Fearless:** Re-roll failed Suppression Tests. Second result must be accepted. **Sundering (ARM):** a roll of a or are treated as Skulls when in melee against ARM.
UNIT UPGRADES	**Reinforcements:** This Element is fielded as an upgrade only.
SPECIAL RULES	**Primal Rage:** If one or more Elements with this rule are Destroyed, roll 2D6 for each element. If the result is equal or greater than its active React statistic, those Element(s) may immediately perform an out-of-sequence Charge action and Melee Attack against an Enemy within its second Move Statistic, OR may perform a Shooting Attack action. After which the Element(s) are considered Destroyed and moved to the Scrapyard. **Salvager:** Any Armoured Element Destroyed by this Unit remains on the board and is considered Wrecked for the remainder of the game. **Jump Packs:** Please see Brute Jumpers Unit card for details.
MODEL GUIDE	**Models:** 2x Brute Jumper Models on a Medium 2-man Infantry Base. **The Captain model will be represented by the Banished Brute Jumper 1 on foot.stl** model made by Thomas Evans.

UNIT NAME	ELEMENTS	TYPE	BR	PTS	MOVE	REACT	SOAK	Melee/Impact	DAMAGE
Brute Berserkers - Specialist Assault Infantry	3	INF	3	210	8/12"	7/8	0	5	5 - 5

WEAPONS	RANGE	ARC	AP	AT	AA	WEAPON LOADOUTS
None	-	-	-	-	-	-

UNIT LOADOUTS	**Fearless:** Re-roll failed Suppression Tests. Second result must be accepted. **Sundering (INF):** a roll of a or are treated as Skulls when in melee against INF.
UNIT UPGRADES	**Death from Above:** The Brute Berserker Unit may upgrade to have the Orbital Insertion Loadout for an additional +40 Points. **Officer Upgrade:** Upgrade 1 Element to Berserker Captain for an additional +30 Points to the Unit's Cost
SPECIAL RULES	**Drop Shock:** This unit may perform a Basic, Flat Out, or Charge Move action immediately following Deployment via Orbital Insertion. **Berserk:** Once per game, Elements in this unit without an Activation Token may perform a Charge Move Action against the target of a successful Reaction Fire Test. After resolving charge and any necessary repulse movement and suppression, that enemy unit continues its activation as normal. **Combat Specialists:** The Unit may not have Characters attached unless otherwise stated.
MODEL GUIDE	**Models:** 2x Brute Berserker Models on a Medium 2-man Infantry Base.

UNIT NAME	ELEMENTS	TYPE	BR	PTS	MOVE	REACT	SOAK	Melee/Impact	DAMAGE
Berserker Captain - Black Tempest Berserker	UPG	INF	0	30	8/12"	6/7	0	6	5 - 5

WEAPONS	RANGE	ARC	AP	AT	AA	WEAPON LOADOUTS
None	-	-	-	-	-	-

UNIT LOADOUTS	**Fearless:** Re-roll failed Suppression Tests. Second result must be accepted. **Sundering (INF):** a roll of a or are treated as Skulls when in melee against INF. **Heroic Save (5+):** Ignore Damage on a roll of 5 or more.
UNIT UPGRADES	**Reinforcements:** This Element is fielded as an upgrade only.
SPECIAL RULES	**Drop Shock:** Please see Berserkers Unit card for details. **Berserk:** Please see Berserkers Unit card for details.
MODEL GUIDE	**Models:** 2x Brute Berserker Models on a Medium 2-man Infantry Base, one of these models should be painted differently to represent the Captain.

ARMOURED

UNIT NAME	ELEMENTS	TYPE	BR	PTS	MOVE	REACT	SOAK	IMPACT	DAMAGE
Terror Chopper - Frontline Assault Vehicle	1 - 2	ARM	2 EACH	100 EACH	12/15"	7/9	3	4	5 - 4

WEAPONS	RANGE	ARC	AP	AT	AA	WEAPON LOADOUTS
Auto Cannons	15"/-	FRONT	5	4	3	**Point Blank:** Gain +1 Firepower Rating shooting at Short Range. **Suppression (+1):** Add 1 to all enemy Suppression Tests.

UNIT LOADOUTS	**Aerial Insertion:** Up to 2 Terror Choppers may be deployed via a Combat Drop Air Support Mission. **Devastating Impact (2):** Re-roll up to 2 failed Impact Attack Dice **Stride:** This Unit can move through Linear Obstacles, and is unaffected by Hindering Terrain. **Relentless Ram:** During its Activation, after an opponent's First Reaction opportunity, this Unit may forgo a Movement Action, to instead make a Ranged Attack, followed by a Ram Move Action.
SPECIAL RULES	**Cossack Raiders:** Victory Points for BR Destruction are awarded to the opponent only when the last Element of a Terror Chopper Unit is destroyed.

UNIT NAME	ELEMENTS	TYPE	BR	PTS	MOVE	REACT	SOAK	MELEE	DAMAGE
Ironclad Hunters - Mgalekgolo Guardians	2	ARM	2 EACH	125 EACH	6/9"	10/11	1	4	6 - 6

WEAPONS	RANGE	ARC	AP	AT	AA	WEAPON LOADOUTS
Beam Cannon	20"/-	ALL	7	7	4	**Point Blank:** Gain +1 Firepower Rating shooting at Short Range. **Suppression (+1):** Add 1 to all enemy Suppression Tests.

UNIT LOADOUTS	**Battle Hardened 2:** Re-roll up to 2 failed Melee Attack Dice. **Armoured Infantry:** This Unit may occupy Garrisonable Terrain, benefit from Terrain Cover, and capture Placed Objectives as though they were Infantry. **Aerial Insertion:** Both Hunters may be deployed via a Combat Drop Air Support Mission. **Hijack Resistant:** Cannot be Hijacked!
SPECIAL RULES	**Spirit Bond:** If this Unit is reduced to HALF its starting strength, add +3 Attack Dice to its Beam Cannon, and its ranged attacks gain Lethal 1. **Hunter Shield:** This Unit increases their Soak Value by +4 when targeted by attacks that originate entirely from within the Front Arc. Cannot benefit from Hunter Shield while occupying Garrison Terrain.

UNIT NAME	ELEMENTS	TYPE	BR	PTS	MOVE	REACT	SOAK	IMPACT	DAMAGE
Reaver	1	ARM	3	180	6/9"	9/10	3	3	8 - 6

WEAPONS	RANGE	ARC	AP	AT	AA	WEAPON LOADOUTS
Missile Pods	10/30"	ALL	2	8	12	**Lock On:** Gain +1 Firepower Rating when firing at Long Range **Devastating (FLY):** Gain +1 Firepower Rating shooting at Flying Elements. **Armour-Piercing (2):** Lower the number of successes in the Target's Soak dice pool by 2.
Auto Cannon	15"/-	FRONT	6	4	4	**Point Blank:** Gain +1 Firepower Rating shooting at Short Range. **Suppression (+1):** Add 1 to all enemy Suppression Tests.

UNIT LOADOUTS	**Aerial Insertion:** Up to 1 Reaver may be deployed via a Combat Drop Air Support Mission. **Stride:** This Unit can move through Linear Obstacles, and is unaffected by Hindering Terrain. **Scour the Skies:** React on 7/9 against Flyers.
SPECIAL RULES	**Rocket Burn:** This Unit may announce it is using Rocket Burn prior to any Movement Action. The Unit's movement increases from 6/9" to 12/15". When using Rocket Burn, this Unit may ignore intervening terrain and other Units (friend or foe!) and cannot perform a Ram Attack Action. Until the end of this unit's activation, intervening Terrain can no longer be classified as Blocking when drawing Enemy Line of Sight to this Unit.

MODEL GUIDE	**Proxy:** The Reaver Element may be represented on the table at the Adepticon 2024 Event using the following model: • 1x Grunt Goblin Model on a 50x40x3mm base.

UNIT NAME	ELEMENTS	TYPE	BR	PTS	MOVE	REACT	SOAK	IMPACT	DAMAGE
Terror Wraith - Close Assault Tank	1	ARM	6	310	8/12"	11/12	4	8	7 - 6 - 6

WEAPONS	RANGE	ARC	AP	AT	AA	WEAPON LOADOUTS
Volatile Plasma Mortar	12/24"	FRONT	12	8	0	**Inferno (3):** "If every Element with an Inferno weapon targets the same Enemy Unit, that Unit must make a Suppression Test after resolving damage (Even if no damage is dealt). If the test is failed it must make an immediate Repulse Move away from the source of the attack. Add +3 to the Test if the target is within a Terrain feature." **Armour-Piercing (2):** Lower the number of successes in the Target's Soak dice pool by 2.
Plasma Cannon	10/20"	FRONT	6	4	3	**Point Blank:** Gain +1 Firepower Rating shooting at Short Range. **Suppression (+1):** Add 1 to all enemy Suppression Tests.

UNIT LOADOUTS	**Devastating Impact (4):** Re-roll up to 4 failed Impact Attack Dice. **Relentless Ram:** During its Activation, after an opponent's First Reaction opportunity, this Unit may forgo a Movement Action, to instead make a Ranged Attack, followed by a Ram Move Action.
SPECIAL RULES	**Reinforced Armor Plating:** When engaged in a Ram Attack or Melee, an additional Skull is required to cause Damage to this Unit.

UNIT NAME	ELEMENTS	TYPE	BR	PTS	MOVE	REACT	SOAK	IMPACT	DAMAGE
War-Skiff - Qavardu Workshop Transport	1	ARM	3	150	10/15"	8/10	3	4	6 - 5 - 4

WEAPONS	RANGE	ARC	AP	AT	AA	WEAPON LOADOUTS
Missile Launchers	10/20"	F	2	6	8	**Lock On:** Gain +1 Firepower Rating when firing at Long Range **Devastating (FLY):** Gain +1 Firepower Rating shooting at Flying Elements.
Light Plasma Cannon	10/20"	ALL	6	4	3	**Limited Range:** All Long Range attacks are counted as firing into Cover that is 2 Levels higher when determining Firepower Rating. Gain +1 Firepower Rating shooting at Short Range.

UNIT LOADOUTS	**Transport (1):** This Unit may Embark up to 1 Infantry Unit. Up to 2 embarked Elements may add their weapons to Shooting Attacks made by this Unit

FLYERS

UNIT NAME	ELEMENTS	TYPE	BR	PTS	MOVE	REACT	SOAK	Melee/Impact	DAMAGE
Terror Banshee – Kaelum Workshop Ground Support Aircraft	1 - 2	FLY	2 EACH	120 EACH	15/20"	7/9	4	-	6 - 5

WEAPONS	RANGE	ARC	AP	AT	AA	WEAPON LOADOUTS
Volatile Fuel Rod Cannon	10/20"	FRONT	4	8	6	**Devastating (ARM/FLY):** Gain +1 Firepower Rating shooting at Armoured and Flyer Elements.

UNIT LOADOUTS	**Evasive (1):** Subtract 1 from all Reaction Fire Tests targeting this Unit. **Elusive (ALL-1):** All enemy attacks are counted as firing into Cover that is one Level higher.
SPECIAL RULES	**Momentum (10"):** Banshee elements may not perform a Hold Move and must move at least 10" from where it was when activating. If the Unit successfully performs a Reaction Fire Test prior to Activating, it must move 10" after resolving the Reaction Fire attack.

UNIT NAME	ELEMENTS	TYPE	BR	PTS	MOVE	REACT	SOAK	Melee/Impact	DAMAGE
Phantom - Warrior Transport	1	ASF	4	200	ASF	-	5	-	6 - 5 - 5

WEAPONS	RANGE	ARC	AP	AT	AA	WEAPON LOADOUTS
Heavy Plasma Cannons	15"/-	F	6	12	8	**Point Blank:** Gain +1 Firepower Rating shooting at Short Range.
Plasma Cannons	15"/-	L & R	8	6	4	**Point Blank:** Gain +1 Firepower Rating shooting at Short Range.

UNIT LOADOUTS	**Dust Off:** Leave the Table immediately after completing certain Air Support Missions. **High Value Asset (1-1-2):** Instead of scoring Victory Points for Build Rating destruction as normal, this Unit rewards an opponent with a number of Victory Points for each Damage Token applied, rewarding its full build rating value if Destroyed during a battle.
AIR SUPPORT MISSIONS	**This Flyer may execute the following Air Support Missions during a Game:** **Supply Drop (0VP):** This may be placed anywhere on the Flyer's Flight Path, allowing friendly Units within 6" to gain the *Active Overwatch* Loadout. The Supply Drop must be represented by a suitable Marker or Token. May only fire one weapon during this mission. **Ground Attack (2VP):** This may be used to target enemy Units. **Combat Air Patrol (2VP):** This may be used to defend against enemy Air Support Missions. **Reinforcement (1 - 2VP):** This may be used to replenish any Friendly Unit on the Battlefield. Reinforced Elements must be taken from the player's Scrapyard. VP Cost: INF - 1VP, INF w/ Combat Specialists - 2VP, ARM - 2VP. The same Unit cannot be Reinforced more than once per game, and Character Infantry with more than one Element cannot be Reinforced. May only fire one weapon during this mission. **Combat Drop (0VP):** This may be used to deliver up to two units with total Build Rating Value 5 into the Battlefield, taken from a player's Reserves. Once deployed this Unit becomes an Activation in its own right. May only fire one weapon during this mission.

UNIT NAME	ELEMENTS	TYPE	BR	PTS	MOVE	REACT	SOAK	Melee/Impact	DAMAGE
Griever - Fighter-Bomber	1	ASF	3	180	ASF	-	4	-	5 - 5 - 4

WEAPONS	RANGE	ARC	AP	AT	AA	WEAPON LOADOUTS
Mortar	15"/-	FRONT	12	1	0	**Devastating (INF):** Gain +1 Firepower Rating shooting at Infantry Elements.
Ultra Light Plasma Lance	15"/-	FRONT	2	13	6	**Devastating (ARM):** Gain +1 Firepower Rating shooting at Armoured Elements.

UNIT LOADOUTS	**High Value Asset (1-1-1):** Instead of scoring Victory Points for Build Rating destruction as normal, this Unit rewards an opponent with a number of Victory Points for each Damage Token applied, rewarding its full build rating value if Destroyed during a battle.
AIR SUPPORT MISSIONS	**This Flyer may execute the following Air Support Missions during a Game:** **Ground Attack (1VP):** This may be used to target enemy Units. Cloaked Units may not be targeted. **Combat Air Patrol (0VP):** This may be used to defend against enemy Air Support Missions.

UNIT NAME	ELEMENTS	TYPE	BR	PTS	MOVE	REACT	SOAK	MELEE	DAMAGE
Brute Captain - Pack Alpha	1	CHA INF	2	130	6/9"	7/9	0	6	5 - 5

WEAPONS	RANGE	ARC	AP	AT	AA	WEAPON LOADOUTS
Ravager (loadout)	15/20"	ALL	7	3	5	**Indirect Fire:** IDF attacks are resolved at Firepower Rating 2. **Underslung Blade:** Add 2 to this unit's melee statistic.
Spike Grenade	10"/-	ALL	5	3	0	**Blast :**Ignore Terrain when determining Firepower Rating. **Cooldown:** May only fire once per Game Turn.
Brute Shot (loadout)	20"/-	ALL	7	5	3	**Blast:** Ignore Terrain when determining Firepower Rating. **Underslung Blade:** Add 2 to this unit's melee statistic.
Skewer (upg)	12/24"	ALL	4	12	4	**Cooldown:** May only fire once per Game Turn. **Armour-Piercing (2):** Lower the number of successes in the Target's Soak dice pool by 2.

UNIT LOADOUTS	**Attachment (INF):** This Element may attach to Infantry Units in the same Force, and may be deployed attached to those Units in the same Battle Group. **Battle Hardened (4):** Re-roll up to 4 failed Melee Attack Dice. **Intimidating Presence (12"):** Decrease all enemy Reaction Fire Tests within 12" by 1. Increase all enemy Suppression Tests within 12" by 1. **Heroic Save (4+):** Ignore Damage on a roll of 4 or more.
WEAPON UPGRADES	**Loadout Weapons:** This Unit has more than one option for a starting Weapon, chosen from the (Loadout) options. The chosen weapon must be noted on a player's Force List.
SPECIAL RULES	**Weapon Drop:** If a Brute Captain makes contact with a Supply Drop or Placed Objective, they may elect to replace their current weapon for one of the following for no addition Cost: • Ravager • Brute Shot • Skewer **Primal Rage:** If one or more Elements with this rule are Destroyed, roll 2D6 for each element. If the result is equal or greater than its active React statistic, those Element(s) may immediately perform an out-of-sequence Charge action and Melee Attack against an Enemy within its second Move Statistic, OR may perform a Shooting Attack action. After which the Element(s) are considered Destroyed and moved to the Scrapyard.

UNIT NAME	ELEMENTS	TYPE	BR	PTS	MOVE	REACT	SOAK	MELEE	DAMAGE
Brute Chieftain - Pack Leader	1	CHA INF	3	180	6/12"	7/9	2	9	6 - 6

WEAPONS	RANGE	ARC	AP	AT	AA	WEAPON LOADOUTS
Spike Grenade	10"/-	ALL	5	3	0	**Blast:** Ignore Terrain when determining Firepower Rating. **Cooldown:** May only fire once per Game Turn.

UNIT LOADOUTS	**Attachment (INF):** This Element may attach to Infantry Units in the same Force, and may be deployed attached to those Units in the same Battle Group. **Battle Hardened (5):** Re-roll up to 5 failed Melee Attack Dice. **Intimidating Presence 2 (12"):** Decrease all enemy Reaction Fire Tests within 12" by 2. Increase all enemy Suppression Tests within 12" by 2. **Fearless:** Re-roll failed Suppression Tests. The second result must be accepted. **Sundering (ARM):** a roll of a or are treated as Skulls when in melee against ARM. **Heroic Save (4+):** Ignore Damage on a roll of 4 or more.
SPECIAL RULES	**Gravity Hammer Slam:** While the Brute Chieftain isn't Attached, this unit may elect to perform a Ram Action following rules on pg. 69, its Melee Statistic used for its Impact Statistic. The Target must be INF. **Primal Rage:** If one or more Elements with this rule are Destroyed, roll 2D6 for each element. If the result is equal or greater than its active React statistic, those Element(s) may immediately perform an out-of-sequence Charge action and Melee Attack against an Enemy within its second Move Statistic, OR may perform a Shooting Attack action. After which the Element(s) are considered Destroyed and moved to the Scrapyard.

CHARACTERS (cont.)

UNIT NAME	ELEMENTS	TYPE	BR	PTS	MOVE	REACT	SOAK	MELEE	DAMAGE
Bloodstar - Stalker/Executioner Unit	1	CHA INF	3 (2*)	120	8/12"	6/8	0	6	4 - 4

WEAPONS	RANGE	ARC	AP	AT	AA	WEAPON LOADOUTS
Small Arms	10/20"	ALL	9	7	7	**Point Blank:** Gain +1 Firepower Rating shooting at Short Range. **Lethal (1):** Reduce Enemy Unit Heroic Save value by -1.
Plasma Grenades	10"/-	ALL	5	3	0	**Blast:** Ignore Terrain when determining Firepower Rating. **Cooldown:** May only fire once per Game Turn.

UNIT LOADOUTS	**Battle Hardened (6):** Re-roll up to 6 failed Melee Attack Dice. **Deadly (1):** Melee Attacks made by this Unit may reduce the Enemy Heroic Save value by -1. **Fearless:** Re-roll failed Suppression Tests. The second result must be accepted. **Cloaking:** Elements in this unit cannot be the target of an Attack outside of Short Range. Units lose this loadout while claiming Objectives or occupying Garrison Terrain. **Heroic Save (3+):** Ignore Damage on a roll of 3 or more. ***High Value Target (1):** This Unit is considered to have a Build Rating of one less than listed during the process of Force Building, reverting to its stated Build Rating for the purposes of calculating Victory Points.
SPECIAL RULES	**Little Demons:** Character Infantry Units engaged in Melee with this Unit reduce their Heroic Save value by -1.

MODEL GUIDE	**Models:** x1 model on a small sized, one-man base. The Banished player is heartily encouraged to be creative when choosing the model to represent their Bloodstar. The 'Known Members' section in Halopedia's Banished Bloodstar's page is to be used as a guide. Will a BipBap model be seen on the table representing a Bloodstar? When selecting this model, players are to stay within the boundaries layed out in the rulebook and within reason for a 15mm tabletop wargame. The Element must be easily recognizable for the opponent, distinguishable-enough from other similar units in the player's force, and not obstruct play in any way. Statistics to be used are as-written regardless of the model chosen by the player.

UNIT NAME	ELEMENTS	TYPE	BR	PTS	MOVE	REACT	SOAK	MELEE	DAMAGE
Hunter Captain - Mgalekgolo Officer	1	CHA ARM	6	350	8/12"	8/10	2	9	7 - 6 - 6

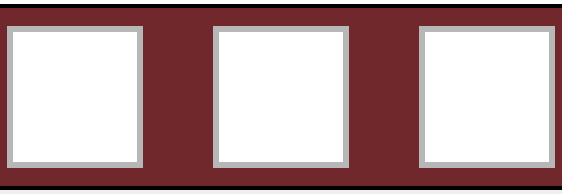
WEAPONS	RANGE	ARC	AP	AT	AA	WEAPON LOADOUTS
Siphon Cannon	20"/-	ALL	16	16	12	**Point Blank:** Gain +1 Firepower Rating shooting at Short Range. **Armour-Piercing (2):** Lower the number of successes in the Target's Soak dice pool by 2.

UNIT LOADOUTS	**Battle Hardened (3):** Re-roll up to 3 failed Melee Attack Dice. **Intimidating Presence 2 (12"):** Decrease all enemy Reaction Fire Tests within 12" by 2. Increase all enemy Suppression Tests within 12" by 2. **Commanding Presence (HUNTER) (12"):** Increase all friendly Hunter Reaction Fire Tests within 12" by 1. Reduce all friendly Hunter Suppression Tests within 12" by 1. **Fearless:** Re-roll failed Suppression Tests. Second result must be accepted. **Sundering (ALL):** a roll of a or are treated as Skulls when in melee against ALL Units.
SPECIAL RULES	**Running Riot:** This unit may elect to perform a Movement, Shooting Attack, and Charge during its Activation, but cannot use its second Movement Stat for the remainder of this Game Turn. **Hunter Shield:** This Unit increases their Soak Value by +4 when targeted by attacks that originate entirely from within the Front Arc. Cannot benefit from Hunter Shield while occupying Garrison Terrain. **Siphon Regeneration:** When the last element of an enemy Unit is destroyed by this Unit's Siphon Cannon attack, remove one Damage Token from this Unit. Limit of one Damage Token per Game Turn.

COMMANDERS

FORCE COMMANDER

NAME	TYPE	ORDER DICE	
WARLORD	GENERIC	TOTAL ORDER DICE	3
FACTION	PTS	ORDER DICE SQUARES	3
BANISHED	0	GENERAL ORDER DICE SQUARES	0



STANDARD ORDERS	**Smash Them!:** Once this Order has been issued the Banished player may add 3 additional Halo Dice to their Melee or Ram attack dice pool. This Order must be issued prior to any Attack being made. **Take Cover:** Once this Order has been issued the player may improve the Cover Level of a target Infantry Unit by 1 Level, up to a maximum of Heavy Cover. In the case of Armoured or Flying Vehicles improve a Unit's Soak statistic by 2. This Order must be issued prior to an enemy's Firing Action taking place. **Stay Sharp:** Once this Order has been issued the player may add 2 to a Unit's Reaction Fire result. This Order must be issued prior to any Reaction Fire Test being made
UNIQUE ABILITY	**Intimidate:** Warlords of the Banished command Atriox's mercenary legions through immense strength and ruthlessness. Once per Game Turn, a Banished Warlord can use their intimidating influence on the battlefield to force an enemy Unit to automatically fail a Reaction Fire Test targeting any friendly unit (excluding Air Support Flyers). This Ability must be executed BEFORE the Enemy Reaction Fire Test dice are rolled.

BATTLEGROUPS

BATTLEGROUP NAME	RAIDING PACK	WAR PACK
REQUIRED UNITS	Brute Captain OR Chieftain x1	Terror Wraith OR Reaver x1
	Grunts x2*	Terror Chopper* OR Jumpers x1
	*The Banished player may replace up to 1 Req'd Grunt Unit chosen from the following for the associated points cost: • Jackal Skirmishers • Brute Warriors	*Minimum 2 Elements In the Req'd Terror Chopper Unit.
OPTIONAL INF UNITS	Max 6BR	Max 6BR
OPTIONAL CHARACTER UNITS	Max 1	None Allowed
OPTIONAL ARM UNITS	Max 8BR	Max 8BR
OPTIONAL FLY UNITS	Max 6BR	Max 6BR
SPECIAL RULES	N/A	• The Requisite Wraith or Reaver acts as a Battle Group's Commander and gains +1 to its React stat, and the INTIMIDATING PRESENCE (8") Loudout for free.